AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions, and listings, in this application.

1. (Currently Amended) In a video-graphics [[A]] game apparatus [[for]] having a game operations controller capable of being manipulated by a human operator for displaying an aiming point on a game display screen, the aiming point being [[for]] of use when an item to be used as a projectile in a game is thrown targeted at [[an]] a displayed object in a virtual 3-D game space, a method for controlling a projectile used in a game comprising:

object deployment means for deploying in a displaying virtual three-dimensional game space having a plurality of objects and items to be displayed, the plurality of objects including [[a]] at least one player object;

operation means to be operated by a player;

throwable item selection means for selecting, in accordance with an operation made to the operation means using the controller, one of a plurality of displayed items which are selectable by accessible to the player object as throwable items[[;]] and

target object specifying means for specifying as a target object an object existing in a direction in which the throwable item is to be thrown;

correspondence information storing means for storing correspondence information defining which throwable item is effective on which object on an item-by-item basis;

determination means for determining an effectiveness of [[the]] a selected throwable item [[on]] upon the target object based on the correspondence information; and

aiming point data generation means for generating aiming point data to be used for displaying an aiming point indicating the direction in which the throwable item is to be thrown, the aiming point being displayed in a display mode which manner that is varied depending on a determination result by the determination means of the effectiveness of the throwable item; and

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~~display control means for performing display control so that the~~ wherein said plurality of objects and items ~~deployed by the object deployment means~~ are displayed on the game display screen as three-dimensional images[[;]] and the aiming point is displayed so as to overlap the target object based on the aiming point data[[;]] and, thereafter, the throwable item appears thrown at the aiming point in response to [[an]] another operation made ~~to the operation means~~ using the controller.

2. (Currently Amended) The ~~game apparatus~~ method according to claim 1, wherein,

~~a transparent object is placed~~ one or more transparent objects are provided during gameplay in a neighborhood of at least one non-transparent object in the three-dimensional game space displayed on the game screen, the transparent object being visually unrecognizable ~~to the player~~[[,]];

~~the target object specifying means specifies as the target object~~ one of the transparent objects that is located in [[the]] a direction in which the throwable item is to be thrown is specified as the target object, and

the storing correspondence information includes ~~the correspondence information~~ storing ~~means stores~~ correspondence information defining which throwable item is effective on which transparent object on an item-by-item basis.

3. (Currently Amended) The ~~game apparatus~~ method according to claim 1[[,]] further comprising positional ~~relationship calculation means for calculating~~ computing a positional relationship between the player object and the target object, wherein ~~the determination means determines the~~ a throw effectiveness is determined based on [[the]] stored correspondence information ~~as well as an~~ and a predetermined effective range ~~which is defined for~~ assigned to each item and [[a]] ~~calculation result by the~~ said computed positional relationship ~~calculation means~~.

4. (Currently Amended) The ~~game apparatus~~ method according to claim 3[[,]] wherein,

[[the]] said computed positional relationship ~~calculation means calculates~~ includes computing a distance from the player object to the target object, and

~~the determination means determines the~~ said throwable item effectiveness determination is based on the correspondence information as well as a predefined shooting range ~~which is defined for~~ assigned to each throwable item and the ~~calculation result by the~~ computed positional relationship ~~calculation means~~.

5. (Currently Amended) The ~~game apparatus~~ method according to claim 1, further comprising ~~marking means for~~ marking ~~the~~ a target object in response to an operation made ~~to the operation means, granted that the determination means determines that the throwable~~ using the controller if the selected item is determined as being effective on the target object,

wherein ~~the display control means controls~~ a trajectory of the throwable item is set so that the throwable item hits [[the]] target object so marked ~~as marked by the marking means~~.

6. (Currently Amended) The ~~game apparatus~~ method according to claim 5[[,]] wherein[[,]] if a plurality of target objects are marked ~~by the marking means, the display control means controls~~ the trajectory of the throwable item is automatically controlled so that the throwable item hits all ~~of the~~ marked target objects.

7. (Currently Amended) ~~A computer-readable recording medium having stored thereon a game program to be executed by a computer of a game apparatus~~ In a game apparatus which displays an aiming point on a game display screen, the aiming point being ~~for~~ of use when an item ~~to be used~~ in a game is thrown or shot at an object in a game space, [[the]] said game apparatus ~~including~~ having a game operation controller ~~means to be operated by a player~~ and a ~~correspondence information storing means for~~ data storage memory for storing correspondence information defining which throwable item is effective on which object on an item-by-item basis, a game program product embodied on a computer-readable medium for distribution and/or storage having stored

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thereon a game program to be executed by a computer of said game apparatus, comprising:

~~wherein the game program causes the computer to execute:~~

~~an object deployment step of~~ program instruction means for deploying in a three-dimensional space a plurality of objects to be displayed, the plurality of objects including a player object;

~~a throwable item selection step of~~ program instruction means for selecting, in accordance with an operation made ~~to the operation means~~ using the controller, one of a plurality of items which are ~~selectable by~~ accessible to the player object as throwable items;

~~a target object specifying step of~~ program instruction means for specifying as a target object an object existing in a direction in which the throwable item is to be thrown;

~~a determination step of~~ program instruction means for determining an effectiveness of the throwable item on the target object based on the correspondence information;

~~an aiming point data generation step of~~ program instruction means for generating aiming point data to be used for displaying an aiming point indicating the direction in which the throwable item is to be thrown, the aiming point being displayed in a display mode which is varied depending on a determination result by the determination step; and

~~a display control step of~~ program instruction means for performing display control so that the plurality of objects deployed in the object deployment step are displayed on the game screen as three-dimensional images[[;]], the aiming point is displayed so as to overlap the target object based on the aiming point data[[;]], and thereafter the throwable item appears thrown at the aiming point in response to an operation made ~~to the operation means~~ using the controller.

8. (Currently Amended) The ~~recording medium~~ game program product according to claim 7, ~~wherein~~ further comprising:

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program instruction means for placing a transparent object is placed in a neighborhood of at least one object in the game space displayed on the game screen, the transparent object being visually unrecognizable to the player[[,]]:

the target object specifying step program instruction means for specifying a target which specifies as the target object one of the transparent objects that is located in the direction in which the throwable item is to be thrown, and

the correspondence information storing step stores program instruction means for storing correspondence information defining which throwable item is effective on which transparent object on an item-by-item basis.

9. (Currently Amended) The recording medium game program product according to claim 7, wherein further comprising:[[,]]

[[the]] game program causes the computer to further execute instruction means for computing a positional relationship calculation step of calculating a positional relationship between the player object and the target object, and

the determination step determines the program instruction means for determining an effectiveness of throwing an item based on the correspondence information as well as an effective range which is defined for each item and a calculation result by computation of the positional relationship calculation step.

10. (Currently Amended) The recording medium game program product according to claim 9, wherein further comprising:[[,]]

the positional relationship calculation step calculates program instruction means for computing a distance from the player object to the target object, and

the determination step determines the program instruction means for determining an effectiveness of throwing an item based on the correspondence information as well as a shooting range which is defined for each item and the calculation result by computation of the positional relationship calculation step.

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11. (Currently Amended) The ~~recording medium~~ game program product according to claim 7 further comprising:[[,]]

~~wherein the~~ game program ~~causes the computer to further execute a marking step of~~ instruction means for marking the target object in response to an operation made by an operator using the controller ~~to the operation means, granted that the determination step determines that~~ if the throwable item is determined as being effective ~~on~~ against the target object,

wherein ~~the display control step controls~~ a trajectory of the throwable item is automatically controlled so that the throwable item hits the target object as marked by the marking step.

12. (Currently Amended) The ~~recording medium~~ game program product according to claim 11, wherein, if a plurality of target objects are marked ~~by the marking step~~, the ~~display control step controls the~~ trajectory of the throwable item is set so that the throwable item hits all of the marked target objects.

13. (New) In a video game apparatus, a method for controlling a throwing or shooting of a displayed projectile item used against a targeted game object, comprising:

storing correspondence information between one or more projectile items and game objects defining which projectile item is effective upon which game object;

determining an effectiveness of throwing/shooting a particular projectile item during game play based on stored correspondence information; and

displaying an aiming point on a game display, wherein the aiming point is varied in appearance depending upon a determined effectiveness for the particular projectile item, and wherein a predetermined displayed appearance of the aiming point is indicative that a targeted game object will be hit by the projectile object upon initiating a throwing or shooting action during gameplay.

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